

## PLAYER TRACKING SYSTEM FOR GAMING TABLES

### CROSS-REFERENCE TO RELATED APPLICATIONS

10/14/05 5 [0001] This application is a continuation-in-part of U.S. non-provisional patent application no. 09/452,556, filed December 1, 1999, issued as U.S. Patent No. 6,672,589, the entire disclosure of which is incorporated herein by reference in its entirety for all purposes.

### BACKGROUND OF THE INVENTION

#### Field Of The Invention

10 [0002] The present invention relates to a tracking system for tracking players at a gaming table, and more particularly, to an automated player tracking system that provides a dealer with player information at player positions at the gaming table.

#### Description Of The Prior Art

15 [0003] In the ever increasing competition among casinos to attract and retain players' loyalty, casinos generally award them with complimentary services and merchandise, which are generally referred to as "comps." Comps are similar to frequent flyer miles and are generally earned on the basis of the amount of money wagered by the player. Generally, comps are calculated on the basis of the theoretical win for the casino (or loss for the player), which in turn depends on the odds of the game and how much was wagered by the player.  
20 The theoretical win is generally fairly easy to calculate for slot machines due to their automation and ability to count each coin that is inserted and dispersed.

[0004] With table games, it is more difficult to calculate the theoretical win because bets change hands instead of being inserted into coin slots. Thus, in order to keep exact track of a player's gambling at table games, one has to capture the size of each bet and the frequency of  
25 the bets, or the number of bets per unit of time. This is typically too burdensome for casinos to do and therefore, casinos generally estimate a player's bets on the basis of the lower table betting limit and then adjusting the player's bets if the player regularly bets more, along with the speed of the game, (number of games per hour, for example). The theoretical win is then calculated on the basis of the approximate amount bet by the player and the odds for the  
30 game.